

WASHINGTON STATE GAMBLING COMMISSION

ADMINISTRATIVE RULES OUTLINE

CLASS "D" SOCIAL / PUBLIC CARD ROOM

Revised 01-01-04

(This outline is a brief overview of the primary administrative rules governing your activity. It does not cover all rules and therefore should be considered an aid to and not a substitution for your rules manual. If in doubt on any point covered, consult your rules manual or call your local special agent.)

1. PRIOR TO OPERATION

- WAC 230-04-280 NOTIFY LOCAL LAW ENFORCEMENT - Within ten days after issuance of license and before initially conducting any activity, the licensee shall notify the local law enforcement agency, in writing, of the name and address of the business where the activity is being conducted, the date the gambling activity starts, the type of gambling activity and the dates the gambling activity will be conducted.
- WAC 230-04-450 DISPLAY OF LICENSES - All licenses or permits granted by the Commission shall be prominently displayed at all times upon the licensed premises in such position as they may be observed by persons participating in gambling activities on the licensed premises.

2. RULES OF OPERATION

- WAC 230-40-010 AUTHORIZED GAMES - Poker games as described in "The New Complete Hoyle, Revised, Hoyle's Modern Encyclopedia of Card Games," or a similar authoritative book on card games approved by the director. Also, Hearts, Pinochle, Cribbage, Rummy, Pan, Pitch, and Bid Whist.
- WAC 230-40-015 CARD GAME RULES – The licensee may make immaterial modifications to the rules of each authorized game set out in the Hoyle Publication. Example:

- a. Limit betting rounds
- b. Minimum number of players to start game
- c. Change game name but use same rules

Each such immaterial modification, or rule of conduct, shall be conspicuously posted on the premises where it can be clearly seen by the players in the card game.

- WAC 230-40-030 LIMITED NUMBER OF TABLES & PLAYERS - A Class D card room may allow card playing at up to 15 tables in the establishment. The number of players per table shall not exceed ten.
- WAC 230-40-050 FEES TO BE COLLECTED - No fee is charged or collected with a Class D card room license (except for the actual cost of the cards if the licensee sells the playing cards).

- WAC 230-40-120 WAGERING LIMITS

Poker – No more than 5 betting rounds

- Maximum of 4 wagers per round (bet plus three raises)
- Maximum single wager shall not exceed \$25.00

Games based on achieving a specific number of points – each point shall not exceed five cents in value.

An ante (except for panguingue (pan), shall not be more than the maximum wager allowed for the first betting round for any game. The ante may, by house rule, be made by one or more players, but the total ante may not exceed the maximum wager allowed for the first betting round. An ante, by house rule, may be used as part of a player's wager.

In panguingue (pan), the maximum value of a chip for a payoff shall not exceed ten dollars. An ante will not exceed one chip. Doubling of conditions is prohibited. Players going out may collect not more than two chips from each participating player.

- WAC 230-40-130 WAGERS - All wagers shall be made with chips only.
- WAC 230-40-150 SIDE BETS PROHIBITED - No side bets among participants.
- WAC 230-40-160 WAGERS BY NONPARTICIPANTS - Only persons actually playing cards may wager on the outcome.
- WAC 230-40-063 CUTTING CARDS - After the initial shuffle and offer of a cut, the licensee may require that a player pay not more than \$1.00 for the privilege of cutting the cards, provided that the cards may not be cut more than twice during each hand or game and that all fees go into the pot.
- WAC 230-40-225 HOUSE DEALERS - Licensee may furnish a dealer or "mucker" in any pan or poker game. Dealers shall have no financial interest, directly or indirectly, in the outcome of such games.
- WAC 230-40-200 ROTATING THE DEAL - Participants in card games shall compete on equal terms with all other participants in the game, and solely as a participant. The deal in any series of card games shall be passes from player to player, unless the table incorporates a house dealer, per house rule. No player who deals a game shall deal another game until each other player at the table has dealt a game in their turn unless a player voluntarily waives their right to deal any particular game.
- WAC 230-40-230 PLAYER SHALL PLAY THEIR OWN HAND - Participants shall not be allowed to have representatives play on their behalf or assist in the game in a manner which gives that participant an advantage over other participants.
- WAC 230-40-250 LICENSEE RESPONSIBILITY TO PREVENT CHEATING - It is the responsibility of the licensed owner and his employees to prevent cheating and to take the necessary steps to prevent unauthorized or illegal play by participants.
- WAC 230-40-320 AGE LIMIT AND INTOXICATION - Minors or intoxicated persons shall not play cards or provide services to the games. (Minor shall mean no one under the age of 18.) It shall be the responsibility of the licensee and of those persons physically operating the card game to determine that no unauthorized person is allowed to participate in any manner of playing or providing services to any card game.
- WAC 230-40-400 HOURS OF OPERATION - Licensees shall not allow the use of their premises for card playing between the hours of 2:00 a.m. and 6:00 a.m. unless the director of the Gambling Commission has allowed closing hours to be adjusted beyond 2:00 a.m. A licensee must observe a four-hour period of closure at the end of each business day before beginning the next period of operation.
- WAC 230-40-331 BONA FIDE CHARITABLE OR NONPROFIT ORGANIZATIONS - WHO CAN PLAY - With a Class D card room license, members of the organization and their guests are permitted to play social cards, provided that **no more than 25% of the persons playing in the card room are guests of the members.**
- WAC 230-12-050 CREDIT - No licensee or employee shall extend credit, make a loan, or grant a gift to any person playing in an authorized activity or which enables a person to play in an authorized activity. Any consideration required to participate in the activity shall be collected in full by cash, check, or electronic point of sale bank transaction.

EXCEPTION: If a bona fide charitable or nonprofit organization has a regular billing system for all the activities of its members, such billing system may be utilized in connection with the playing of the authorized gambling activities, provided that (1) the playing of such activity is limited to regular members of such organizations . . . , and (2) the Commission has given prior written consent to the use of such billing systems.

ACCEPTANCE OF CHECKS

- a. Checks shall be dated the same day it is offered and fully negotiable upon acceptance by the licensee.
- b. Checks shall not be:
 - i. A third party check drawn on an individual's personal account.
 - ii. A counter check offered by the licensee.
 - iii. From a player who has a balance owed to the licensee from a previous returned personal check. However, this shall not apply to a licensee who utilizes a check guarantee and collection service.

3. SERVICES TO BE FURNISHED

WAC 230-40-070

The licensee shall furnish the following equipment:

- a. Chips - Chips shall be designed so that they are readily identifiable as having been furnished by the particular licensee.
- b. Cards - Deck of card(s) shall be furnished and shall be changed at a minimum every half hour by the licensee. Tiles and cards shall be of conventional size and design. Cards that have been shaved, sanded, or otherwise altered are prohibited.
- c. Bank Service - Cash or checks taken in on chips sold shall be kept separate and apart from all other money received by the licensee.
- d. Checks received for chips retained by the operator after close of business shall be deposited by the operator not later than the second day following receipt. Counter checks issued by the operator are prohibited.
- e. Only cards and chips furnished by the licensee shall be used in any game conducted on its premises.

4. OTHER ACTIVITIES AND REQUIREMENTS

WAC 230-40-315

FOOD OR DRINK SALES - All sales of food or drink in the licensed card room must be charged for and collected at the time the food or drink is delivered to the customer. No licensee may charge a person playing cards in a licensed card room for food or drink on a time basis.

WAC 230-12-010

INSPECTION OF PREMISES - At any time during which a licensed gambling activity is being operated upon a premise, the Commission and any representative of the Commission may enter a premise without advance notice and conduct an inspection of the premise.

WAC 230-12-080

COMMISSION RULES ON PREMISES - Licensees shall keep a current copy of the rules of the Commission of the premises used to conduct the gambling activity.

WAC 230-12-310

CIVIL AND CRIMINAL SUITS - The licensee will report to the Commission all civil or criminal actions (except for personal injury, debt collection, adoption, paternity, wage disputes, and non-criminal traffic infractions) filed by or against them (including the president, chief executive officer, chairman of the board, treasurer, partner, or any person holding a substantial interest, as defined in WAC 230-02-300, or the manager of the licensed activity) and also report the final disposition of each case.

Notification will be made by (1) submitting the information with the next quarterly activity report filed with the Commission, or (2) if no quarterly report is required, then within 30 days of the notice of the action filed.

Criminal actions filed against a licensee must be reported within 14 days, and disposition of the case must be reported within 30 days.

CARD TOURNAMENTS - Class D or R licensees must obtain a tournament license if a tournament is going to be conducted in which the players are charged an entry fee. The commission must be notified at least ten (10) days in advance. If the tournament is to be conducted among a group of players and all fees charged go back to the players as winnings (commonly called a buy-in), then the premises only needs the Class D card room license. It is important for the premises to be sure that no player within the tournament is collecting an additional fee beyond the buy-in for running the tournament as this activity would constitute professional gambling and the premises could lose their gambling license.

With a Class C tournament license, the owner of the premises may charge each player up to \$100 in entry fees and \$400 in buy-ins. With your tournament license request, you should include information concerning the format of the event. A tournament shall not exceed ten consecutive days.

CRIMINAL VIOLATIONS BASED ON THE REVISED CODE OF WASHINGTON (RCW)

RCW 9.46.153(3) Card room operators must notify the Gambling Commission if they suspect illegal gambling activity may be occurring on or off the premises. If a card room operator or employee knows about an illegal, after-hours card game and fails to notify the Commission, the person risks losing his or her gambling license.

9.46.0269(1)(a), (2) and 9.46.222 The solicitation of players for after-hours, illegal card games is professional gambling in accordance with RCW 9.46.222. Card room operators who allow this activity to occur on their premises are aiding and abetting professional gambling. Operators, managers and employees have an affirmative duty to ensure that their card rooms are not used to solicit for illegal games.

In addition to the responsibilities cited above concerning information and/or involvement in illegal gambling activities, operators are reminded that involvement in or knowledge of other types of illegal activity can also be grounds for suspension or revocation of a gambling license.